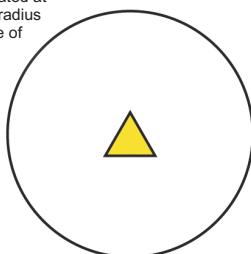


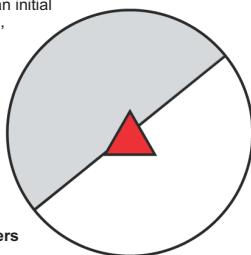
## Locating Sniper Positions "Slice the Pie"

P=Proactive

Imagine that your unit is located at the center of a circle with a radius based on the effective range of a sniper.



P: Limit your exposure using walls, vehicles, and hard cover at your back and sides.

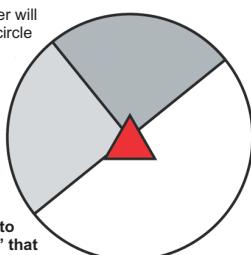


Once the first shot is fired, an initial direction can be determined, effectively cutting the area of the circle in half.

Focus visual searches to the suspected areas.

P: Further limit exposure by using angles and corners to flanks.

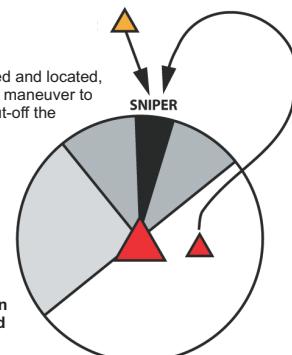
Follow-up shots by the sniper will serve to further narrow the circle into a wedge.



Again, focus on searching the suspected wedge.

P: Reduce your exposure to a small "slice" of the "pie" that is also your sector of responsibility.

Once sniper is detected and located, a second element can maneuver to defeat the sniper or cut-off the escape route.



P: If you must be exposed in the open due to METT-TC, then try to move often and cover your partners' danger areas.

In the open, keep in **constant** motion. You should always be moving in 'S' or 'W' paths.

## PRO-ACTIVE TIPS

What can be done to avoid being a "sniper's target"?

- + Maintain 360-degree security
- + DON'T SET PATTERNS
- + Deny enemy use of over watching terrain
- + Remove rank insignia, and do not salute in the field IAW AO guidance/local policy
- + Leaders should blend into element
- + Use observation posts (OPs) and aerial observers.
- + Use magnified optics to scan for snipers
- + Employ small recon and security patrols
- + Limit exposure  
"Slice the Pie, Reduce Exposure"
- + Wear protective armor
- + Use armored vehicles
- + Erect screens and shields for concealment
- + Use smoke hazes or smoke screens to obscure the sniper's field of view and limit the effectiveness of his fire.
- + Stick to the shadows, use cover and concealment

## REACTIVE TIPS

What should be done once a sniper has engaged the element?

- + Take up covered/concealed positions (also conceal with smoke). Any wounded Soldier applies "self aid."
- + Identify sniper location and return fire
- + Attack; maneuver on enemy location and kill him.
- + Reorganize and evaluate casualties

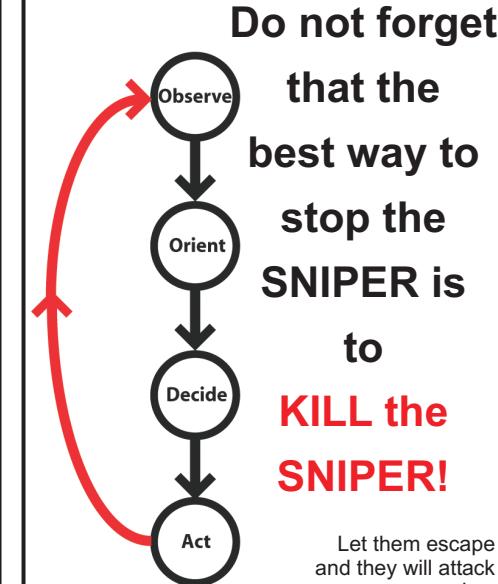
DO NOT fixate on casualties!  
**Kill the sniper**, then attend to casualties.

Have a Plan and **REHEARSE IT**.

### Maintain 360° Security.

#### KNOW

**FM 7-8, Infantry Rifle Platoon and Squad**  
BD 1A Squad Attack  
BD 2A React to Contact  
BD 4 React to Ambush



Let them escape and they will attack someone else, somewhere else.

**KILL the Sniper!**

## Enemy TTP

1. Deliberate: planned using 'bait'
2. Hasty: targets of opportunity

- Urban: 25 to 200m from street level  
Rural: may operate at longer ranges
- + Sniper will wait to take follow-on shots on any Soldier moving into the "kill zone"
  - + Sniper attacks are often video taped for propaganda purposes
  - + Snipers may operate as teams with more than one prepared vehicle / mobile shooting platform. "D.C. Sniper Tactic" complete with loop holes or markings allowing to move unmolested past checkpoints
  - + Sniper may attempt to assess success by driving or walking by target after the shot
  - + Sniper may use "bait" such as a dead body or IED to draw friendly forces into "kill zone"
  - + Sniper engages the easiest target, such as a top gunner or stationary guard
  - + Snipers aim for vulnerable areas of body armor
  - + Sniper attacks occur mostly during hours of daylight

**Enemy TTP can and will change**

## Friendly TTP

These have proven to reduce sniper activity and success.

- + Increase/Change your security posture after 20 minutes in one location and continue to change/upgrade
- + Use interpreters with radio on scan to pick up enemy communications
- + Use cover and concealment whenever possible, i.e., camouflage netting over TC and gunners on Strykers
- + Stop and search suspicious vehicles or persons seen passing by more than once
- + Plan to use roving vehicles that can flex to investigate suspicious vehicles
- + Keep personnel in constant motion, walking in "W" and "S" patterns
- + Use ISR platforms
- + Keep vehicles available for searches

**The enemy will change their TTP.**

**Do NOT forget to change your TTP.**

**Keep from setting predictable patterns.**



**Counter-Sniper**  
**Pocket Guide**  
November 2006  
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Appf.pdf  
Appendix F from FM 7-92, *The Infantry Reconnaissance Platoon and Squad (Airborne, Air Assault, Light Infantry)*

Sniper and Countersniper Employment.pdf  
Chapter 6 from FM 3-06.11, *Combined Arms Operations in Urban Terrain*

Canadian Sniper manual.doc

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## Principles

- Maintain 360-degree security
- Limit stationary time
- Limit exposure
- Offensive response  
- RAPID! -
- Pre-planning patrol brief based on enemy TTP
- Follow through  
(find, fix, finish, exploit, and analyze)
- Rehearse battle drills
- Everyone is a counter-sniper
- Use optics to "out look" the enemy
- Use improvised or field expedient technology immediately.  
(Nets, screens, etc.)

## LEVEL I

**Specially Trained Sniper.** The most dangerous sniper is the individual who has been specially selected, trained, and equipped with an accurate sniper rifle outfitted with a modern scope, night vision device, and even a thermal imager.

These individuals are experts trained to select key personnel as their targets. They can hit at great ranges (sometimes out to 1,000 meters) and are skilled in avoiding detection. This sniper is the most difficult to counter effectively.

## LEVEL II

**Trained Marksman.** A trained marksman is a common sniper often found in urban combat. This sniper is a trained soldier, equipped with a standard issue weapon, who is an above-average shot. He normally has fair to good field craft skills and is difficult to detect in the urban environment. He may be employed singly or in teams to create confusion among friendly forces, cause casualties, or harass and disrupt the tempo of operations. He can be found in fairly large numbers in the armies of many potential adversaries.

## LEVEL III

**Armed Irregular.** The third general type of sniper is the armed irregular. He may have little or no formal military training but may have experience in urban combat. He may or may not wear any distinguishing uniform and may even appear to be merely another of the thousands of noncombatants found in a large urban area. He may or may not carry his weapon openly and may go to great lengths to avoid identification as a sniper. His strengths are his knowledge of the local terrain and his ability to melt into the local populace.

## Other Tips

- + Throw smoke, then collect and evacuate casualties as required.
- + Find the sniper by his mistakes: reflections, dust clouds, muzzle flash, etc.
- + Use a cleaning rod inserted in a bullet hole to indicate sniper direction
- + Use unit fires within ROE
- + Use overmatching fires within ROE

- 1) Cordon most likely area (around 25-200m)
- 2) Hunt down and KILL the enemy sniper
- 3) Harass the enemy sniper if not KILL him!

## REPORTING

- S** - Size
- A** - Activity
- L** - Location
- U** - Unit/Uniform
- T** - Time and Date
- E** - Equipment

- + "Slice the Pie" means narrow the area of possible sniper locations, then search or engage in the most likely area.
- + Use thermal imagers if they are available and if the ambient temperature warrants it. Thermals provide an excellent force multiplier, especially when used in conjunction with smoke. They will not work as well when ambient temperatures are higher (70-100 degrees F). Thermals work well in the daylight if the conditions are right.
- + Use "retro-reflection" on enemy optics. Shining lasers or spotlights during hours of darkness can reflect many things, including enemy optics. But understand that use of an active laser may compromise your own position.

## Tips and Review

How far out should a search for an enemy sniper focus?

Focus searches around 25 to 200 meters first. It is possible for specially trained snipers to engage at farther ranges, but less likely that they will be successful. Search distances are often farther in rural areas.

Review:

### "Slice The Pie"

Scan near and far; scan high and low.  
Use telescopic optics  
Seek cover/concealment and return fire  
Use more Smoke  
Focus cordon/search around 200 meters  
Focus cordon/search along a narrow "slice of the pie"  
Harass the enemy sniper  
**Kill the enemy sniper!**